AMENDMENTS TO THE CLAIMS

1.   (Original) A method for generating a three-dimensional audio scene with a sound source whose spatiality is extended, comprising the steps of:

a) generating a sound object; and

b) generating three-dimensional audio scene description information including sound source characteristics information for the sound object,

wherein the sound source characteristics information includes spatiality extension information of the sound source which is information on the size and shape of the sound source expressed in a three-dimensional space.

2.   (Currently Amended) The method as recited in claim 1, wherein the spatiality extension information of the sound source includes sound source dimension information that is expressed as three components of ~~an x-component, y-component and z-component of a~~ a set of three-dimensional ~~rectangular~~ coordinates.

3.   (Original) The method as recited in claim 2, wherein the spatiality extension information of the sound source further includes geometrical center location information of the sound source dimension information.

4.   (Original) The method as recited in claim 2, wherein the spatiality extension information of the sound source further includes direction information of the sound source and describes a three-dimensional audio scene by extending the spatiality of the sound source in a direction vertical to the direction of the sound source.

5.   (Original) A method for consuming a three-dimensional audio scene with a sound source whose spatiality is extended, comprising the steps of:

a) receiving a sound object and three-dimensional audio scene description information including sound source characteristics information for the sound object; and

b) outputting the sound object based on the three-dimensional audio scene description information,

wherein the sound source characteristics information includes spatiality extension information which is information on the size and shape of the sound source expressed in a three-dimensional space.

6.   (Currently Amended) The method as recited in claim 5, wherein spatiality extension information of the sound source includes sound source dimension information that is expressed as three components of ~~an x component, y component and z component of a~~ a set of three-dimensional ~~rectangular~~ coordinates.

7.   (Original) The method as recited in claim 6, wherein the spatiality extension information of the sound source further includes geometrical center location information of the sound source dimension information.

8.   (Original) The method as recited in claim 6, wherein the spatiality extension information of the sound source further includes direction information of the sound source and describes a three-dimensional audio scene by extending the spatiality of the sound source in a direction vertical to the direction of the sound source.

9.   (Original) A three-dimensional audio scene data stream with a sound source whose spatiality is extended, comprising:
      a sound object; and
      three-dimensional audio scene description information including sound source characteristics information for the sound object data,
      wherein the sound source characteristics information includes spatiality extension information which is information on the size and shape of the sound source expressed in a three-dimensional space.

10.   (Currently Amended) The data stream as recited in claim 9, wherein the spatiality extension information of the sound source includes sound source dimension information that is expressed as three components of ~~an x component, y component and z component of a~~ a set of three-dimensional ~~rectangular~~ coordinates.

11.   (Original) The data stream as recited in claim 9, wherein the spatiality extension information of the sound source further includes geometrical center location information of the sound source dimension information.

12.   (Original) The data stream as recited in claim 9, wherein the spatiality extension information of the sound source further includes direction information of the sound source and describes a three-dimensional audio scene by extending the spatiality of the sound source in a direction vertical to the direction of the sound source.

13.   (New) The method as recited in claim 2, wherein the three components are an x component, a y component and a z component.

14.   (New) The method as recited in claim 6, wherein the three components are an x component, a y component and a z component.

15.   (New) The data stream as recited in claim 10, wherein the three components are an x component, a y component and a z component.

16.   (New) A method for processing a three-dimensional audio scene with a sound source whose spatiality is extended, comprising the steps of:
        a) generating three-dimensional audio scene description information including sound source characteristics information of a sound object; and
        b) coding the sound object and the three-dimensional audio scene description information including the sound source characteristics information of the sound object,
        wherein the sound source characteristics information includes spatiality extension information of the sound source which is information on the size and shape of the sound source expressed in a three-dimensional space.

17.   (New) The method as recited in claim 16, wherein the spatiality extension information of the sound source includes sound source dimension information that is expressed as three components of a set of three-dimensional coordinates.

18.   (New) The method as recited in claim 17, wherein the three components are an x component, a y component and a z component.

19.   (New) The method as recited in claim 17, wherein the spatiality extension information of the sound source further includes geometrical center location information of the sound source dimension information.

20.   (New) The method as recited in claim 17, wherein the spatiality extension information of the sound source further includes direction information of the sound source and describes a three-dimensional audio scene by extending the spatiality of the sound source in a direction vertical to the direction of the sound source.

21.   (New) A method for processing a three-dimensional audio scene with a sound source whose spatiality is extended, comprising the steps of:
a) decoding a sound object and three-dimensional audio scene description information including sound source characteristics information for the sound object; and
b) outputting the sound object based on the three-dimensional audio scene description information,
wherein the sound source characteristics information includes spatiality extension information which is information on the size and shape of the sound source expressed in a three-dimensional space.

22.   (New) The method as recited in claim 21, wherein spatiality extension information of the sound source includes sound source dimension information that is expressed as three components of a set of three-dimensional coordinates.

23.   (New) The method as recited in claim 22, wherein the three components are an x component, a y component and a z component.

24.   (New) The method as recited in claim 22, wherein the spatiality extension information of the sound source further includes geometrical center location information of the sound source dimension information.

25.   (New) The method as recited in claim 22, wherein the spatiality extension information of the sound source further includes direction information of the sound source and describes a three-dimensional audio scene by extending the spatiality of the sound source in a direction vertical to the direction of the sound source.